SWORDCRAFT MAGIC HANDBOOK

2023-08-29 v1.5

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CONTENTS

KEY TERMS

These key terms are used to help define the rules and will be bolded and italicised to help identify them. More information on these key terms can be found in their relevant sections.

- **Abilities:** Skills that aren't classified as a Spell.
- **Caster**: The collective grouping of **Wizards**, **Clerics**, and **Secular Healers**. A character can only be one type of **Caster** at a time. Changing from one type to another is permitted, but the former must be dropped completely.
- **Cleric**: Refers to a character who uses the power of the gods to perform **Abilities** or **Spells**.
- **Focus**: A *lore accurate* prop larger than a hand (*minimum of 15cm x 17.5cm in size)*, used to perform **Abilities** and **Spells**. *Cannot be a weapon or shield.*
- **Roleplay Magic:** Magic that is performed in the theatre of the mind, to convey physically difficult effects.
- **Runestone Test:** The method for determining a successful casting of an **Ability** or **Spell**.
- **Secular Healer**: Refers to characters which do not use magic or divine methods to perform healing.
- **Spell**: Short phrase of words used to enhance roleplay. Previously known as "Veritas" magic.
- **Spellbook:** a physical grimoire or prayer book.
- **Substantial Action:** At least 10 words or equivalent by the **Caster**. This may require groans of pain by the patient, or words flavoured to your deity or lore of magic.
- **Wizard**: Refers to a character who draws on magic to perform **Abilities** or **Spells**.

RUNESTONE TEST

Requires the use of an opaque *Runestone Pouch*, in which 9 *Runestones* are kept. The stones must*:

- Be identical in all ways other than in colour.
- Have 8 Success stones in 1 colour and 1 Failure stone in another colour.
- You can choose the two colours.

To perform the **Runestone Test**:

1. Draw 1 *Runestone,* holding it concealed in your hand.
2. Perform the roleplay required to use the **Ability** or **Spell**.
3. Look at which *Runestone* you have drawn
   <u>Note</u>: *When healing, you must show the drawn Runestone to your patient after the healing action is complete.*

If a Success stone is drawn, the **Ability** or **Spell** is successful.

If a Failure stone is drawn, the **Ability** or **Spell** fails and may be tried again. <u>Each time</u> a Failure stone is drawn, you must remove a Success stone from your *Runestone Pouch*.

Additional Notes

* This may be varied by Swordcraft at roleplay events.

You always maintain 1 Success stone and 1 Failure stone.

If you, or your patient, are struck while performing a ritual the **Ability** *or* **Spell** *automatically fails but you do not need to remove a Success stone. You may attempt the* **Ability** *or* **Spell** *again.*

ABILITIES

All **Casters** can use *Heal* and *Resurrection*. Only **Wizards** and **Clerics** may use *Fireball*, **Spells** and **Roleplay Magic**. Only **Secular Healers** may create advanced Potions.

Heal

To heal a patient who has at least 1 WP left, you must:

- Firstly, roleplay the act of providing medical treatment using your props and chanting, praying, or conversing with your patient and use at least 10 words flavoured to your **Caster** type

- Secondly, perform a **Runestone Test**.

    - **Success**: Restore all Wounds to the player.

    - **Failure**: No wounds are restored.

Additional Notes

*Roleplaying medical treatment: Whether magical or secular, requires a **Substantial Action** and 100% concentration by both the **Caster** and the patient on each other. Neither the healer or the patient can be engaged in combat or other activities.*

If you, or the patient, are struck anywhere during the process, the healing automatically fails.

*A **Caster** cannot heal themselves or use a shield.*

*If you fail the **Runestone Test**, then you must move onto a new target (or wait 30 seconds) before you attempt to heal that patient again.*

Resurrection

To perform a **Resurrection** on a mortally wounded/dying patient (0 WP):

- Firstly, roleplay the act of medical treatment, calling for divine intervention, or summoning your Magic using your props and use at least 10 words flavoured to your **Caster** type.

- Secondly, perform a **Runestone Test**:

    - **Success**: Patient returns to life on 1 Wound.

    - **Failure**: Resurrection fails and no Wounds are restored.

Additional Notes

See "Roleplaying medical treatment" under the Heal ability for roleplay requirements.

A "mortally wounded/dying" patient must be laying down or kneeling.

If you, or the patient, are struck anywhere during the process, the resurrection automatically fails.

*If you fail the **Runestone Test**, then you must move onto a new patient (or wait 30 seconds) before you attempt to resurrect the patient again.*

Fireball

To create and use a fireball a *Wizard* or *Cleric* must:

- Firstly, roleplay creating the **Fireball** by using your props and calling for divine intervention/summoning your magic.

- Secondly, perform a **Runestone Test**:

  - *Success*: You must raise the **Fireball** above your head before you can throw it. You must hold it in front or above your body. You can only take 5 steps with it before you must throw it. The **Fireball** must be thrown overhand. As soon as the **Fireball** leaves your hand, it has been discharged.

  - *Failure*: You are immediately reduced to 0 Wounds and are mortally wounded/dying.

- *Fireballs* do Siege damage.

Additional Notes

*Roleplaying the creation of a **Fireball** requires a **Substantial Action** and 100% concentration. You cannot be engaged in combat or other activities.*

*If you are struck while casting the spell, the spell automatically fails. You are reduced to 0 Wounds only if the **Runestone Test** fails.*

Construction: Foam ball minimum 12cm diameter, minimum tail length of 50cm from the body, maximum throw distance of 10m (*if it goes further add more tails*), minimum of 3 *Lore* appropriate or complimentary colours.

ROLEPLAY/THEATRICAL MAGIC

Roleplay Magic is only available at Swordcraft roleplay focussed events and is not available during weekly battle games.

During the course of play, there may become a need to make use of theatrical and interactive techniques to simulate magic casting or effects. Roleplay magic adds an additional layer of immersion by allowing players to simulate the use of magical abilities in the game.

There may be situations where spells or effects do not exist in these rules. This may require players to perform spells or rituals where they would be available to the *Caster* based on the Lore of Magic, or Deity.

Swordcraft: Blood and Gold is a small-town level scale of magic. Rituals and spells must not be grand or world-altering. Rituals and magic should not affect more than the scale of the setting and then only with Magick Marshal approval.

If these are necessary for the storyline of an event, those who need to know the function of these spells and effects will be informed in advance. Any magic done this way requires the full consent of all parties involved.

Roleplay Magic cannot affect or seek to modify or change the Swordcraft Rules as published in the Player Handbook.This also includes overcoming any approved magical items effects without the presence of a magic marshal.

SPELLS (VERITAS)

Spells are short phrases, words of power that *Wizards* and *Clerics* use to enhance roleplay which impose effects on others.

Learning

Spells must first be learned before they can be cast.

Learning a *Spell* requires you to have a *Spellbook* that is to be used to transcribe the corresponding *Spell* from a teaching scroll or treatise into.

All *Clerics* and *Wizards* have access to the 3 known *Spells*: *Immobilise Weapon*, *Magic Missile*, and *Veil*. *Clerics* and *Wizards* also have access to all *Enchantments*.

You may copy these 3 *Spells* and any *Enchantments* into your *Spellbook* without needing to spend time learning them.

Using a Spell

The process of using a *Spell* can be broken down into 3 distinct phases: *Preparation*, *Activation*, and *Casting*.

- *Preparation:* the performance of a magic ritual so that the magic can be used.

- *Activating:* the process of using the stored magic so that it can be used against a target.

- *Casting:* the act of using the spell against the target.

Preparation

To prepare a *Spell*, you must:

- Firstly, read the spell from your *Spellbook* as you perform a ritual to prepare the spell.

  The duration of effect for the spell is equal to the duration of the ritual to prepare it, with a minimum of 30 seconds.

- Secondly, perform a *Runestone Test*:

  - *Success*: You may cast the *Spell* on <u>your weapon</u> or *Focus* *(see your loadout requirements)* or into a *Spell Scroll*.

  - *Failure*: The *Spell* fails to be cast and cannot be used.

Activation

Once successfully cast, the *Spell* may be activated from either your weapon, or from a *Spell Scroll* that you have prepared earlier.

- If you have a *Disposable Scroll*, you must tear it up to signify that the *Spell* has been activated on <u>your weapon</u>.

- You must then successfully strike a target within the next 10 minutes. You may choose when the *Spell* is *cast*, it does not have to be the first target hit. If you do not cast the *Spell* on anyone within this time, the spell dissipates from the weapon and needs to be recast.

Casting

In order to cast the **Spell**, you must successfully strike a target. Upon striking a target, you must:

- Make eye contact with the target and get their attention (lights and sounds can help with this).

- Veritas trigger
  - Say "Veritas" in a loud and clear voice, this signifies to the target that they have been hit by a **Spell** and needs to listen for the **Spell Phrase**.

    or

  - Hold up a *Reusable Scroll* with the word "Veritas" displayed prominently and wording of the **Spell Phrase** *(clearly readable at 2m)*.

- Both the **Caster** and the target must stand still and may not attack each other while the **Caster** chants out loud the **Spell Phrase**, or the target finishes reading the *Reusable Scroll*.

- Once the **Spell Phrase** has finished, the target must either act out the command for the duration of the spell, or choose to become "mortally wounded/dying" (0 WP) by the magic.

- A **Spell** stored on a *Reusable Scroll* is spent and must be recast onto it again in order to be used.

Spell Phrase

The Spell Phrase is a short set of words that convey the effects of a magic spell towards another player. This phrase should be themed specifically towards your own **Caster's** lore.

"Veritas, [effect], [thematic wording], for [duration]"

- **Effect**: Clear language describing the effect of the spell
  e.g. You can't see anything, You fall to the ground, etc.

- **Thematic Wording**: An in-character description appropriate to the **Caster's** Lore
  e.g. A blazing light steals your eyesight, Vines bind your legs.

- **Duration**: Seconds, minutes, hours in whole numbers.
  e.g. 30 seconds

For example: A Spell cast by a Cleric of Ursun; "Veritas, you fall to the ground, immobilised with the pain of a hundred ghostlike bear claws piercing your body for 30 seconds."

Spell Scrolls

Spells may be temporarily stored on a scroll for later use. These scrolls must be prepared ahead of time. Unused scrolls lose their power at each sunrise.

- **Disposable Scroll:** a small piece of paper or other material with the **Spell Phrase** written on it, <u>including the date it was written</u>. This scroll is <u>not reusable</u>.

- **Reusable Scroll:** a large piece of paper or other material with the word "Veritas" displayed prominently and wording of the **Spell Phrase** clearly readable at 2m. This scroll is <u>reusable</u>.

Enchantments

Enchantments work like *Spells* but instead of harming you, they provide you with some benefit.

To perform an *Enchantment* ritual, you must:

- Firstly, perform an *Enchantment* ritual at a Place of Power. Anyone receiving the *Enchantment* must take part in the entire *Enchantment* ritual to receive the benefits.

- Secondly, perform a *Runestone Test*:

  - *Success*: The *Spell* is written onto a scroll by the *Caster* by writing "*Veritas*" followed by the effect of the *Spell* on a scroll and giving it to each recipient.

  - *Failure*: The *Spell* fails and cannot be used.

Additional Notes

The duration of an Enchantment is equal to the duration of the ritual to create it, divided by the number of people receiving it.

> *e.g. 5 players receiving an Enchantment must take part in a 2 minute 30 second ritual to each receive a 30 second scroll.*

You can only have one Enchantment bestowed upon you at a time. You immediately lose any previous Enchantment scroll when a new Enchantment is cast on you.

To activate the Enchantment you tear up the scroll. Its duration then starts to run.

If the Enchantment is not activated by dawn the next day, it expires.

SUMMONED CREATURES

Are a beast, monster, spirit, or daemon costumed and themed to the *Caster*. A *Summoned Creature* must have a back banner to show they are summoned (*only Summoned Creatures are permitted to use back banners*). They are required to have a very high costume standard, looking imposing and powerful.

It is **strongly recommended** that, if you play a *Summoned Creature*, you wear protective gear under your costume as you will get hit. You cannot tell people that they are not allowed to hit you. *Summoned Creatures* may be affected by *Spells*.

Summoned Creatures can only be harmed by:

- their designated target's melee weapons
- a Great Weapon
- another *Summoned Creature*
- an Epic Creature
- a War Machine

You should use the opportunity to roleplay your role as a *Summoned Creature* and being bound. You are likely to be angry at everyone around you. You should also expect regular players to strike you - you just shrug off any hits other than from those referred to above.

Summoned Creatures have **6 Wounds** (*or 9 Wounds if they only have claws as weapons*) and may use any normal melee weapon under 185cm. They may also dual wield two weapons of up to 1m long each. They do not get any other Wounds bonuses.

There is always the risk that a *Summoned Creature* will turn on the summoner and the summoner's allies. If the creature *Goes Berserk*, it can only be harmed by a great weapon, another *Summoned Creature*, an epic creature, a war machine, or *Spell*.

Summoning

To summon a creature, you must:

- Firstly, perform a summoning ritual:

    - Using a minimum of a 30 word incantation appropriate to your **Caster** type.

    - The creature remains stationary and inactive in front of you during the summoning process.

    - No player, other than the caster, should be within 3 metres of the **Caster** or creature.

- Secondly, the creature performs a **Runestone Test** using the **Caster's** *Runestone Pouch*:

    - **Success**: The *Summoned Creature* is bound to the **Caster** and may be issued a task.

    - **Failure**: The **Caster** is instantly slain and the *Summoned Creature* goes *Berserk*.

    - **Important Note**: *If the **Caster** is struck in combat <u>while the **Runestone Test** is being performed</u>, the **Runestone Test** fails and the <u>Summoned Creature goes Berserk</u>*.

Additional Notes

You may hold off giving the Summoned Creature a task. If the Caster dies, with no task given to the Summoned Creature, it goes Berserk.

Deliberately attacking your own Summoned Creature immediately sends it into a frenzy, going Berserk.

Going Berserk

If something causes the *Summoned Creature* to go *Berserk*, then the creature immediately starts to attack everyone around them and <u>does not have a designated target</u>.

Summoned Creatures must first prioritise attacking the **Caster's** allies without rest until it either dies, 30 minutes have passed, or the end of the battle in which it was summoned.

Available Tasks

Hunt: Attack the specified target the **Caster** can see, attacking any foes that actively impede its progress.

Ward: Guard the **Caster**. The *Creature* must stay within 3 metres of the **Caster** but can strike anyone from that area who they deem to be a threat.

Haunt: The **Caster** chooses a place on the ground and marks it with a suitably visible marker suited to their **Caster** type. The *Creature* is then tethered to that place and cannot move more than 5 metres away from it, attacking anyone (*including allies*) that enters that space.

Aid: Perform a single physical non-combat, non-battlefield, role-play task for you.

Message: The *Creature* is given a written message, no more than a page, and a target individual. The *Creature* will then seek out that individual and deliver the message, avoiding combat where possible. The message can be retrieved if the creature is killed before the message has been delivered. If the message is successfully delivered, it can no longer be retrieved from the *Creature*.

SPELL LIST

Spells Known

Below is the list of all Veritas spells that *Clerics* and *Wizards* may learn:

Immobilize weapon: The target's primary weapon becomes immobilised for a duration.

Magic missile: Magical blasts strike the target and forces them back step by step

Veil: The target is unable to see, hear or otherwise sense the *Caster* as they draw a veil around themselves

Spells Learned

Agony: Paralyses the target with immense, crippling pain.

Blind: Prevents the target from being able to see what is happening around them.

Bloodlust: Causes the target to act uncontrollably, lashing out at and charging their foes without any sense of self preservation.

Cancel: Prevents target from performing or activating spells, including summoning.

Confusion: Target cannot distinguish friend from foe.

Deafen: Causes target to become completely deaf.

Entangle: Ensnares the target's feet and legs, causing them to be unable to lift their feet

Legend Lore: Allows glimpses of future or past regarding a held object. Often requires deciphering. Often unreliable

Poison: Causes target to become violently sick and ill.

Repair: Allows the *Caster* to repair or restore machinery.

Seal Death: Prevents a body or soul being used in necromancy

Suggest: Causes target to believe a reasonable suggestion

Transmute: The ability to convert a small amount of metal into another material.

Beyond Sight: The ability to look beyond this reality and speak to the departed.

Enchantment Spells

Enchantments work like *Spells* but instead of harming, they provide you, or another, with some benefit.

Protection from Magic: "Veritas, I protect you from the next spell cast on you with this shield of [wording appropriate to *Caster's* magic lore or deity e.g. light, fire, ice, darkness, etc] for [specify duration].

Protection from Harm: "Veritas, I protect you from the next hit on you with this ward of [wording appropriate to *Caster's* magic lore or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].

Protection from Beasts: "Veritas, I protect you from the next hit by an *Epic Creature* with this shield of [wording appropriate to *Caster's* magic lore or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].

WIZARDS

Wizards stand as enigmatic and formidable spellcasters. Clad in arcane robes, they wield the potent forces of magic, bending the elements to their will. From devastating elemental attacks to protective enchantments, these skilled sorcerers play a pivotal role in shaping the outcome of battles. Yet, with great power comes great responsibility, and they must tread carefully to avoid succumbing to the darkness that tempts them. From Wind users to Ice Witches, Ogham to Qhaysh, the Wizards remain a mystic force, safeguarding the realms and unleashing their magical might upon all who dare to oppose them.

Playing a Wizard

To be considered a *Wizard*, a player is **required** to incorporate significant robes in the colour and style of their chosen lore, symbology of their chosen magic source, and a grimoire into their kit. *Wizards* are also required to have **one** of the following:

- *2 handed staff*: Should have a staff topper or lore-themed decorations/additions.

- *2 handed great weapon*: Must be *lore accurate* for that Wizard to do so.
  e.g. A Chamon Wizard using a 2 handed hammer forging weapons.

- *1 handed weapon*: In addition, a 1 handed *Focus (see Key Terms)* must be used in the offhand when using an *Ability* or casting a *Spell*.

Wizard Runestone Regeneration

At weekly battle games, *Wizards* regenerate their *Runestones* at the beginning of each quarter, or at sunrise each day during a Swordcraft roleplay event.

Swordcraft roleplay events may also have separate mechanics for restoring Success *Runestones*.

Wizards and Potions

Wizards are **only** able to create tier 1 potions, following the potions rules in an event's "Player's Guide".

Armour and Runestones

For each Wound Point from armour or helmet claimed by the *Caster*, the *Caster* loses 1 success stone from their *Runestone Pouch* due to encumbrance and interference with their actions.

CLERICS

Devout and unwavering, the Clerics rise as stalwart champions of faith. Clad in sacred vestments, these holy crusaders draw power from their unwavering devotion to divine deities. With hands raised in prayer, they channel blessings that heal wounded allies and shield them from harm. Armed with potent divine magic, these Clerics embody the unwavering will of their chosen gods, smiting wicked foes with righteous fury. In times of war and peril, they stand as beacons of hope and spiritual guidance, inspiring allies to press forward while striking fear into the hearts of darkness.

Playing a Cleric

To be considered a *Cleric*, a player is *__required__* to incorporate significant robes in the colour and style of their chosen lore, symbology of their chosen deity, and a prayer book into their kit. *Clerics* are also required to have *__one__* of the following:

- *2 handed staff*: Should have a staff topper or lore-themed decorations/additions.

- *2 handed great weapon*: Must be _lore accurate_ for that *Cleric* to do so.
  e.g. Priest of Sigmar using a 2 handed hammer or a Priestess of Myrmidia using a 2 handed glaive.

- *1 handed weapon*: In addition, a 1 handed *Focus* *(see Key Terms)* must be used in the offhand when using an *Ability* or casting a *Spell*.

Cleric Runestone Regeneration

At weekly battle games, *Clerics* regenerate their *Runestones* at the beginning of each quarter, or at sunrise each day during a Swordcraft roleplay event.

Swordcraft roleplay events may also have separate mechanics for restoring Success *Runestones*.

Clerics and Potions

Clerics are __only__ able to create tier 1 potions, following the potions rules in an event's "Player's Guide".

Armour and Runestones

For each Wound Point from armour or helmet claimed by the *Caster*, the *Caster* loses 1 success stone from their *Runestone Pouch* due to encumbrance and interference with their actions.

SECULAR HEALERS

The art and science of secular healing emerges as a beacon of hope amidst darkness. A network of skilled healers, including surgeons, herbalists, and alchemists, tirelessly tend to the wounded and afflicted. Surgeons wield their expertise with precision, mending shattered bodies and binding wounds with steady hands. Herbalists harness nature's secrets, crafting soothing balms and remedies to mend ailments. In this realm of turmoil, the healers' selfless dedication becomes a lifeline, rekindling hope and restoring resilience to the brave souls who endure the ravages of war.

Playing a Secular Healer

To be considered a *Secular Healer*, a player is required to have a kit appropriate for their type. *Secular Healers* must have a *Focus (see Key Terms)*, or "tool of their trade", which needs to be relevant to their healing type. They may use any lore appropriate weapon, but all weapons must be sheathed before they may use an *Ability*.

Secular Healers types and their required items:

- *Alchemist:* vials of ingredients, potion bottles, mortar and pestle, cauldron.

- *Armourer / Blacksmith / Engineer:* leather apron, anvil, hammers, tongs.

- *Herbalist:* peasant's garb, bag of herbs, cat or other pet, mortar and pestle, vials of ointments.

- *Barber-Surgeon:* bloody apron, saws, scissors, pliers, surgeon's suturing kit (*needle, thread, bandage etc.*).

- *Plague Doctor:* black robes, plague doctor's mask, cane, vials of medications.

- *Physician:* robes, satchel with medical tomes, elixirs, and jars of leeches.

Secular Runestone Regeneration

At weekly battle games, *Secular Healers* regenerate their stones at the beginning of each quarter, or at sunrise each day during a Swordcraft roleplay event.

Swordcraft roleplay events may also have separate mechanics for restoring Success *Runestones*.

In addition, *Secular Healers* can create and drink restoration potions, which will restore 3 success *Runestones* to them.

Important Note: *The person who drinks the potion does not need to be the same person that created the potion. Only **Secular Healers** can drink the restoration potion.*

Mundane and Potions

There is no restriction to what potions *Secular Healers* can create, following the event's "Player's Guide".

Armour and Runestones

For each Wound Point from armour or helmet claimed by the *Caster*, the *Caster* loses 1 success stone from their *Runestone Pouch* due to encumbrance and interference with their actions.

KIT STANDARDS

All types of *Casters* require certain things in order to look the part that they are playing and differs depending on the type of *Caster*.

In general, these are the expected standards:

- All *Casters*

    - A *Runestone Pouch* containing the required number of *Runestones*.

    - The *Caster's* choice of weapon (*see requirements for each caster's chosen weapon above*).

- *Clerics* and *Wizards*

    - *Robes*: Over the shoulder robes that extend down past the knee, in the colouring of your lore.

    - *Lore Symbol*: Large enough to be seen clearly from 2 metres away.

    - *Spellbook*: A physical grimoire or prayer book.

- *Secular Healers*

    - *Tools of the Trade*: These tools are dependent on the type of healer that is being played. For a list of each tool required, check the *Playing a Secular Healer* section.
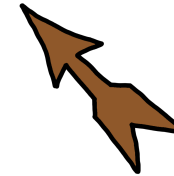
COLOURS, LORES, AND SYMBOLS

Winds of Magic

Blue Wind
Colours:
Blue

Brown Wind
Colours:
Brown

Green Wind
Colours:
Green

Grey Wind
Colours:
Grey

Purple Wind
Colours:
Purple

Red Wind
Colours:
Red

White Wind
Colours:
White

Yellow Wind
Colours:
Yellow

Lores of Humanity

Dahz
Colours:
Yellow, Orange, Red

Djaf
Colours:
Black

Handrich
Colours:
Brown, Gold, Beige

Ice Magic
Colours:
White, Blue

Lady of the Lake
Colours:
Blue, White, plus
heraldry colours

Lucan & Luccina
Colours:
Gold, White, Red

Manaan
Colours:
Blue, Green

Morr
Colours:
Black

Mother Goddess
Colours:
Green, Orange, Brown

Myrmidia
Colours:
Gold, White

Ranald
Colours:
Any

Rhya / Taal
Colours:
Brown, Green

Salyak
Colours:
White, Cream

Shallya
Colours:
White, Cream

Sigmar
Colours:
Black, Orange, Red

Solkan
Colours:
Red

Tor
Colours:
Blue, Yellow

Truthsayer
Colours:
Green, Brown, Orange

Ulric
Colours:
Blue, Black

Ursun
Colours:
Brown

Verena
Colours:
Red , Gold

Lore of Yang
Colours:
Black, white

Lore of Yin
Colours:
Black, White

Dwarvern Lore

Gazul
Colours:
Black with red trim
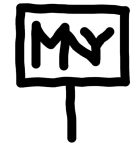
Grimnir
Colours:
Gold
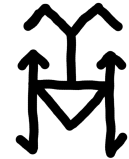
Valaya
Colours:
Purple with gold trim

Morgrim
Colours:
Dark Grey

Smednir
Colours:
Brown

Thungni
Colours:
Blue-Grey

Grimnir, Grungni, and Valaya

Elven Lores

Qhaysh
Colours:
White, Pearl, Silver base robes with optional decorations.

Fey Magic
Colours:
Brown, Green
Requires adornments, such as vines, branches, leaves.

Dhar
Colours:
Black base robes with preferred wind colour decorations.

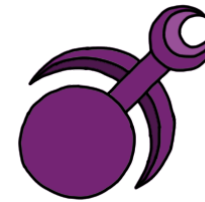Elven **Clerics** <u>are required</u> to have one of the Elven deity mandalas <u>instead</u> of the symbols above.

(*Refer to Games Workshop Elven deity mandalas*).

Other Lores

Nurgle
Colour: Any

Slaanesh
Colour: Any

Tzeentch
Colour: Any

Note: Chaos worshipers may choose which symbol(s) they display. These symbols may be any colours that suit them.

Khorne
Colour: Any

Undivided
Colour: Any

Gork
Colours:
Single colour

Mork
Colours:
Single colour

Waaagh!
Colours:
Single colour

CHANGE LOG

2023-08-08 v1.0

- General document formatting.
- Added the **Fireball** spell.
- Added Runestone regeneration options for *Casters*.
- Added various weapon options for all *Caster* types.
- Removed *Protection from Melee/Ranged* and combined into *Protection from Harm*.
- Updated the wording of the *Roleplay Magic* section.
- Updated Veritas spells can be cast directly on a weapon.
- Simplified the Veritas spell casting process from the existing magic document.
- Simplified the wording in the *Spell Phrase* section.
- Introduced a mechanic for *Heal/Resurrection* that requires players to attend to another person first before attempting another *Heal/Resurrection* (or waiting 30 seconds)

2023-08-09 v1.1

- General wording changes.
- Renamed Mundane Users to *Secular Healers*.
- Renamed Spells to *Abilities*
- Renamed Veritas Spells to *Spells*
- Removed Spells section from each *Caster* section, abilities *Casters* can use now in the *Abilities* section.
- Changed *Secular Healers* to allow for lore appropriate weapons. Weapons must be sheathed to heal.
- Changed offhand focus sizes for **Casters** to a minimum size of 15cm x 17.5cm.

2023-08-10 v1.2

- Added specific steps to perform a *Runestone Test*.
- Added additional notes for roleplay requirements to *Healing, Resurrection*, and *Fireball*.
- Added a new option for a reusable *Reusable Scroll*.
- Added requirement: *Focuses* cannot be used as a weapon.
- Renamed existing references to tearable *Spell Scrolls* to *Disposable Scroll*.

2023-08-11 v1.3

- Minor formatting and wording updates.
- Added multiple new definitions to the *Key Terms*.
- Added *Armour and Runestones* section to each *Caster* type.
- Added *Focus* prop requirements to the *Key Terms*.
- Added wording clarifying that a *Reusable Scroll's* **Spell** is spent once the target has been affected by it.
- Changed the wording for *Focus* prop requirements. A Focus cannot be a weapon or a shield.
- Changed the *Heal* **Ability** *Additional Notes* wording regarding *Casters* healing themselves and shield use.
- Changed *Runestone Test* and *Abilities* heading order to make sense having the *Abilities* listed immediately after.
- Changed *Spell List - Enchantment* to *Enchantment Spells*

2023-08-23 v1.4

- Added construction requirements for *Fireballs*
- Added *Summoned Creatures* rules.
- Added *Enchantment* rules.
- Added *Kit Standards* section.
- Added *Colours, Lores, and Symbols* section.
- Updated wording for *Healing* and *Resurrection* to include the 10 word minimum requirement.
- Updated wording for some *Secular Healer* examples.

2023-08-29 v1.5

- Added *Alchemist* example to **Secular Healers**.
- Added additional lores to the *Colours, Lores and Symbols*.
- Updated **Secular Healer** types from examples to specific.
- Updated the Lore requirements for Chaos worshipers.
- Updated the Lore requirements for Elven **Clerics**.
- Updated the colouring of some divine lores.
- Removed Grungni rune from the *Colours, Lores and Symbols* section.